

The Dos and Don'ts of Time Travel by Alex

"One of the higher-ups expressed some concern on the issue of potential interference with rebels-to-be; I'm assuming because of the task from van Rensselar that we dealt with a short while back. Anyhow, he requested that I write up a brief training manual of sorts regarding how best to handle contact with rebel operatives prior to their becoming rebel operatives, to minimize the risk of altering the timelines of our own people.

"I feel like most of this is simply time travel 101, so sorry if it seems to be stating the obvious; but here's a first stab at it. Any comments or criticisms?"

"Please do not simply jump ahead to see what will have been written in the final draft. That leads to just the sort of sloppiness this is meant to help us avoid. Thank you."

DO'S AND DON'T'S OF INTERACTING WITH FUTURE ALLIANCE REBELS

DON'T treat the individual like a fellow rebel. Treat him/her the same as you would anyone else not in the know.

DON'T communicate with earlier versions of yourself. Unless you already did. In which case, repeat what you said exactly. Don't worry if you can't remember precisely what you said. Just make the attempt; from there, it just sort of happens.

DON'T attempt to change anything in the past (their present) unless you are positive that that is how their timeline originally went. Even seemingly positive changes could have unintended negative consequences.

However, if you are aware of how something is supposed to have unfolded, **DO** stick to the established chain of events (unless you were specifically tasked with altering it).

DO attempt to obtain as much information as possible before determining whether your intervention in a situation is necessary/had already occurred, or whether intervening would alter the timeline.

It's always a good idea to follow the above guidelines, except when it's not.